

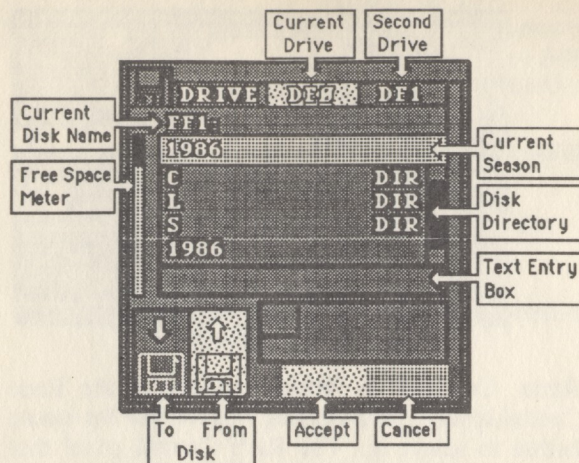


Figure C: The Save/Load Requester

KEYBOARD SHORTCUTS

- 0-9** Controls turboboost. 0 is off, and 9 is full power. Remember, turboboost increases wear and tear on your engine *and* fuel consumption — especially important since you can't refuel during a race.
- Esc** Pauses the action. Press again to restart.
- K** Kills the engine and tows you to the pit from your current location on the track. *Using the Kill command disqualifies you during a race!*
- Lft-Alt** Downshift. Only operates if you are playing at Formula One (F1) difficulty level.
- Rt-Amiga** Upshift. Only operates if you are playing at Formula One (F1) difficulty level. **Note:** Amiga 500s and 2000s have a "Commodore" key in place of the Left-Amiga key.
- P** Go to the pits while racing in *Passenger* mode.

SAVING/LOADING SEASON STANDINGS
You'll need a formatted, blank disk in order to save your season standings. Please refer to your *Introduction to Amiga* manual for instructions on formatting disks.

Saving — Use the following steps to save your season standings to disk:

1. Bring up the Race Control panel and click the trophy icon to open the Save/Load requester (Figure C).
2. Click the button for the disk drive you want to save to (DF0: = internal drive, DF1: = external drive). **NOTE:** If you have only one disk drive, eject the *Ferrari Formula One* disk and insert your blank, formatted disk. The drive button and the text entry box will not operate if the disk is locked or too full to save to.
3. In the File Requester, click the icon where the arrow points *towards* the disk.
4. Now click the "Text Entry" box (Figure C) and type in a name for your saved file, or click the name of an existing file in the requester.
5. Click the green "Accept" button to save the file.



You can save only *race* statistics. You cannot save the qualifying times and pole position you achieve before the actual race.

Loading — Use the following steps to load saved season standings:

1. Bring up the Race Control panel and click the trophy icon to open the Save/Load requester.
2. Click the button for the disk drive that holds the file you want to load (DF0: = internal drive, DF1: = external drive). **NOTE:** If you have only one disk drive, eject the *Ferrari Formula One* disk and insert the disk containing the file.
3. Now click the name of the file you want to load.
4. Click the green "Accept" button to load the file.

Once the file is loaded, you can resume your season right where you left off.

DRIVER'S REFERENCE GUIDE TO FERRARI® FORMULA ONE™ FOR COMMODORE AMIGA

GETTING STARTED

Turn on your Amiga and monitor, then insert the *Ferrari Formula One* master disk in the drive — the game loads automatically. **Note to Amiga 1000 Owners:** Boot your Amiga with Kickstart 1.2 before inserting the *Ferrari Formula One* master disk. *Ferrari Formula One* will use any additional memory over 512K that you have installed in your Amiga to minimize disk drive access during the game.

Backups — You can make as many backups of the *Ferrari Formula One* master disk as you need, but you will be prompted to insert the master disk for a brief verification before the game starts. **Important:** *your backup disks cannot have the same name as the master disk.* Use your standard copy method to make a backup of the *Ferrari Formula One* master disk.

If you want to get right to the track, without learning to use the advanced features of the simulation, then read the next section entitled, "Going For a Lap." For detailed information about setting up your car and racing the Grand Prix circuit, read the manual when you finish with this reference guide.

GOING FOR A LAP

To begin racing quickly, let the *Ferrari Formula One* theme music finish, and the demo begin. The demo begins briefly at the paddock area of the Fiorano test track, then goes to the transport screen, where you'll see your racing team and equipment fly to the first race of the season at Rio. Next, the paddock area of Rio will appear briefly, then you'll go to the cockpit-level view of the cars lined up on the grid (similar to Figure A), ready to start the race. When this screen appears, press any key to take the wheel of the Ferrari under your control. Race information such as the current flag, lap, and lap time appears in the upper-right corner of the screen. You may want to watch a lap or two of the demo before you take control, because once you press a key, you'll have only a moment before you get the green light to begin your race.



If you let the demo run through to the end, the race results screen appears. You can then continue the season if you want to. Read "Race Control" later in this guide for more information about continuing a season and using this control panel.

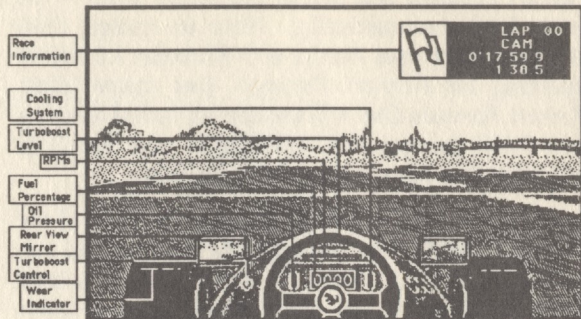


Figure A: The Ferrari Cockpit

Clutch — When you hold down both mouse buttons, it's the equivalent of holding in the clutch and revving the engine. When you get the green light, release the left button and you'll surge forward with the pack.

Steering — You control your Ferrari using the mouse. Place your hand on top of the mouse, and pretend that you're placing your hand at the top of the steering wheel. Move the mouse slightly to the right to steer right, and slightly to the left to steer left. The Ferrari is very responsive, so don't oversteer. The right mouse button is the accelerator and the left is the brake.



You can race in only one direction — you cannot make a U-turn and race in the opposite direction.

Shifting — The demo automatically puts you at the beginner driving level. At this level you don't have to worry about shifting gears — it'll happen automatically. At more advanced levels, you'll use the keyboard to shift gears. See the "Keyboard Shortcuts" section at the end of this guide for keyboard equivalents.

Curves — Take curves cautiously at first. It's very easy to oversteer or understeer and wind up on the pilings. Let up on the accelerator going into the curve, use the brakes if you have to, and accelerate out of the curve. You'll notice as you race that in certain areas you'll pass a sign post, then a series of smaller signs, on either the left or the right side of the track. These signs are "brake markers" and indicate when you're approaching a curve. The brake markers will be on the left when you're approaching a left curve, and on the right when you're approaching a right curve.

Finishing — Your first race runs for three laps. At the end you receive a breakdown of how you did against the other drivers. Your driver number is 28, and your initials are "S.J." (you can change these later, of course, see "Race Control" below). Click the green "Accept" button in the upper-left corner of the screen when you are finished reading the standings, and you'll go to the pit.

SELECTING SCREEN REGIONS

Once you're in the pit, you should go to the track's paddock area. You do this by clicking a certain onscreen region of the pit that will take you to the paddock. The pit contains regions in which you can click to do other functions. For instance, click and hold down either button on a gray area of the pit floor. Continue to hold down the button and move the pointer around the screen. As the pointer passes over "hot spots," it will change into an icon that represents the function you can perform by clicking that spot — but nothing will happen until you *release* the mouse button. The icons for the various screen regions are also located in the manual. If you want a detailed explanation for a particular icon, simply look for the icon in the manual, and read the adjacent section.

The Paddock — You can learn more about the pit by reading about it in the manual. For right now, return to the track paddock by clicking the Ferrari placard near the upper-right corner of the screen. After a moment, the track paddock appears. Click a bare area of track, hold down either mouse button, and move the cursor around the screen to locate all of the hot spots identified in Figure B below.

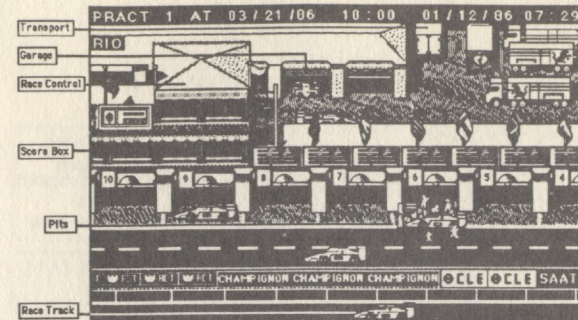


Figure B: Track Paddock

Race Control — When you locate the Race Control spot (a checkered flag icon) release the mouse button to select it. The Race Control panel that appears is your key to controlling many aspects of *Ferrari Formula One*. For instance, click the track icon on the panel, and a requester appears that contains all of the tracks from the 1986 Formula One World Driving Championship.

The second track in the season, Jerez, is currently selected. If you want to continue the season now, click the red "Cancel" button to leave Jerez selected. Read the next sections about entering your name as a driver, and about saving and loading seasons before you begin the season.

If you feel that you need more driving practice, and would like to experiment with car configurations, click **FIORANO** to return to the Ferrari test track; notice that this also resets the date and time to the beginning of the season. Click the green "Accept" button to confirm your track selection.

Driver Name — Click the driver's helmet icon on the Race Control panel. Enter your name in the "Text Entry" box (similar to Figure C) of the requester, and click the Accept button or press **Return** to confirm your name as a driver. Now click the Accept button on the Race Control panel to go to the paddock of the track you selected from the track requester in the previous section. If you're going to begin a season, you should probably read "Your First Race" in the manual. If you're going to Fiorano, then read "Fiorano — Launching Your Career" in the manual for a detailed description of the Ferrari test track.